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L11	10602	cache near3 miss	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/09/29 19:51
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Segment-based proxy caching for distributed cooperative media content servers

Jia Song

January 2005 ACM SIGOPS Operating Systems Review, Volume 39 Issue 1

Full text available: pdf(647.79 KB) Additional Information: full citation, abstract, references, index terms

Deploying proxy servers on locations geographically close to the users can significantly reduce response time and network traffic. Proxy servers usually cache recently or frequently requested web objects temporarily in the hope of satisfying future client requests without repeatedly connecting to servers containing them. In reference [2], event-driven simulations were performed to evaluate the variable-sized, distance-sensitive segment approach to proxy caching of large media objects. The perfor ...

Keywords: distributed proxy servers, multimedia streaming, network performance, segment-based caching

2 Content management: Adaptive and lazy segmentation based proxy caching for streaming media delivery

Songqing Chen, Bo Shen, Susie Wee, Xiaodong Zhang

June 2003 Proceedings of the 13th international workshop on Network and operating systems support for digital audio and video

Full text available: 📆 pdf(250.45 KB) Additional Information: full citation, abstract, references, index terms

Streaming media objects are often cached in segments. Previous segment-based caching strategies cache segments with constant or exponentially increasing lengths and typically favor caching the beginning segments of media objects. However, these strategies typically do not consider the fact that most accesses are targeted toward a few popular objects. In this paper, we argue that neither the use of a predefined segment length nor the favorable caching of the beginning segments is the best caching ...

Keywords: lazy segmentation, proxy caching, streaming media delivery

Increasing web server throughput with network interface data caching Hyong-youb Kim, Vijay S. Pai, Scott Rixner October 2002 Proceedings of the 10th international conference on Architectural

support for programming languages and operating systems, Volume 30, 37, 36 Issue 5, 10, 5

Full text available: pdf(1.22 MB) Additional Information: full citation, abstract, references, citings

This paper introduces network interface data caching, a new technique to reduce local interconnect traffic on networking servers by caching frequently-requested content on a programmable network interface. The operating system on the host CPU determines which data to store in the cache and for which packets it should use data from the cache. To facilitate data reuse across multiple packets and connections, the cache only stores application-level response content (such as HTTP data), with applica ...

Segment-based proxy caching of multimedia streams

Kun-Lung Wu, Philip S. Yu, Joel L. Wolf

April 2001 Proceedings of the 10th international conference on World Wide Web

Full text available: 📆 pdf(258.08 KB) Additional Information: full citation, references, citings, index terms

Keywords: multimedia streaming, proxy caching, segment-based caching, variable-sized segmentation, video caching

5 Video Streaming 1: A Demand Adaptive and Locality Aware (DALA) streaming media server cluster architecture



Zihui Ge, Ping Ji, Prashant Shenoy

May 2002 Proceedings of the 12th international workshop on Network and operating systems support for digital audio and video

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(164.52 KB) terms

The wide availability of broadband networking technologies such as cable modems and DSL coupled with the growing popularity of the Internet has led to a dramatic increase in the availability and the use of online streaming media. With the "last mile" network bandwidth no longer a constraint, the bottleneck for video streaming has been pushed closer to the server. Streaming high quality audio and video to a myriad of clients imposes significant resource demands on the server. In this work, we pro ...

Keywords: demand adaptive, locality aware, server cluster, streaming media

A caching and streaming framework for mulitmedia Shantanu Paknikar, Mohan Kankanhalli, K. R. Ramakrishnan, S. H. Srinivasan, Lek Heng Ngoh October 2000 Proceedings of the eighth ACM international conference on Multimedia

Additional Information: full citation, abstract, references, citings, index Full text available: pdf(642.08 KB)

In this paper, we explore the convergence of the caching and streaming technologies for Internet multimedia. The paper describes a design for a streaming and caching architecture to be deployed on broadband networks. The basis of the work is the proposed Internet standard, Real Time Streaming Protocol (RTSP), likely to be the de-facto standard for webbased A/V caching and streaming, in the near future. The proxies are all managed by an `Intelligent Agent' or `Broker' - t ...

Keywords: broker, caching, hit ratio, layered coding, proxies, quality hit ratio, replacement policy, streaming

7 Replacement policies for a proxy cache Luigi Rizzo, Lorenzo Vicisano



April 2000 IEEE/ACM Transactions on Networking (TON), Volume 8 Issue 2

Full text available: pdf(277.42 KB) Additional Information: full citation, references, citings, index terms

Keywords: Web, caching, communication networks, policies, replacement

Analysis of educational media server workloads

Jussara M. Almeida, Jeffrey Krueger, Derek L. Eager, Mary K. Vernon January 2001 Proceedings of the 11th international workshop on Network and operating systems support for digital audio and video

Full text available: pdf(302.61 KB)

Additional Information: full citation, abstract, references, citings, index terms

This paper presents an extensive analysis of the client workloads for educational media servers at two major U.S. universities. The goals of the analysis include providing data for generating synthetic workloads, gaining insight into the design of streaming content distribution networks, and quantifying how much server bandwidth can be saved in interactive educational environments by using recently developed multicast streaming methods for stored content.

A survey of Web cache replacement strategies

Stefan Podlipnig, Laszlo Böszörmenyi

December 2003 ACM Computing Surveys (CSUR), Volume 35 Issue 4

Full text available: pdf(193.37 KB) Additional Information: full citation, abstract, references, index terms

Web caching is an important technique to scale the Internet. One important performance factor of Web caches is the replacement strategy. Due to specific characteristics of the World Wide Web, there exist a huge number of proposals for cache replacement. This article proposes a classification for these proposals that subsumes prior classifications. Using this classification, different proposals and their advantages and disadvantages are described. Furthermore, the article discusses the importance ...

Keywords: Web caching, replacement strategies

10 Removal policies in network caches for World-Wide Web documents

Marc Abrams, Charles R. Standridge, Ghaleb Abdulla, Edward A. Fox, Stephen Williams August 1996 ACM SIGCOMM Computer Communication Review , Conference proceedings on Applications, technologies, architectures, and protocols for computer communications, Volume 26 Issue 4

Full text available: pdf(125.60 KB) Additional Information: full citation, abstract, citings, index terms

World-Wide Web proxy servers that cache documents can potentially reduce three quantities: the number of requests that reach popular servers, the volume of network traffic resulting from document requests, and the latency that an end-user experiences in retrieving a document. This paper examines the first two using the measures of cache hit rate and weighted hit rate (or fraction of client-requested bytes returned by the proxy). A client request for an uncached document may cause the removal of ...

11 A quantitative analysis of cache policies for scalable network file systems Michael D. Dahlin, Clifford J. Mather, Randolph Y. Wang, Thomas E. Anderson, David A. Patterson

May 1994 ACM SIGMETRICS Performance Evaluation Review, Proceedings of the 1994 ACM SIGMETRICS conference on Measurement and modeling of computer systems, Volume 22 Issue 1

Full text available: pdf(1.42 MB)

Additional Information: full citation, abstract, references, citings, index

Current network file system protocols rely heavily on a central server to coordinate file activity among client workstations. This central server can become a bottleneck that limits scalability for environments with large numbers of clients. In central server systems such as NFS and AFS, all client writes, cache misses, and coherence messages are handled by the server. To keep up with this workload, expensive server machines are needed, configured with high-performance CPUs, memory systems, ...

12 Mocha: a quality adaptive multimedia proxy cache for internet streaming Reza Rejaie, Jussi Kangashariu



January 2001 Proceedings of the 11th international workshop on Network and operating systems support for digital audio and video

Full text available: pdf(240,20 KB)

Additional Information: full citation, abstract, references, citings, index

Multimedia proxy caching is a client-oriented solution for large-scale delivery of high quality streams over heterogeneous networks such as the Internet. Existing solutions for multimedia proxy caching are unable to adjust quality of cached streams. Thus these solutions either can not maximize delivered quality or exhibit poor caching efficiency. This paper presents the design and implementation of Mocha, a quality adaptive multimedia proxy cache for layered encoded streams ...

13 Mobility and Wireless Access: Mobile streaming media CDN enabled by dynamic SMIL. Takeshi Yoshimura, Yoshifumi Yonemoto, Tomoyuki Ohya, Minoru Etoh, Susie Wee May 2002 Proceedings of the 11th international conference on World Wide Web



Full text available: pdf(623.98 KB)

Additional Information: full citation, abstract, references, citings, index terms

In this paper, we present a mobile streaming media CDN (Content Delivery Network) architecture in which content segmentation, request routing, pre-fetch scheduling, and session handoff are controlled by SMIL (Synchronized Multimedia Integrated Language) modification. In this architecture, mobile clients simply follow modified SMIL files downloaded from a streaming portal server; these modifications enable multimedia content to be delivered to the mobile clients from the best surrogates in the CD ...

Keywords: CDN, SMIL, mobile network, streaming media

14 Multimedia streaming and services: Comprehensive statistical admission control for streaming media servers



Roger Zimmermann, Kun Fu

November 2003 Proceedings of the eleventh ACM international conference on Multimedia

Full text available: pdf(1.93 MB)

Additional Information: full citation, abstract, references, index terms

Streaming media servers and digital continuous media recorders require the scheduling of I/O requests to disk drives in real time. There are two accepted paradigms to achieve this: deterministic or statistical. The deterministic approach must assume larger bounds on such disk parameters as the seek time, the rotational latency and the transfer rate, to quarantee the timely service of I/O requests. The statistical approach generally allows higher utilization of resources, in exchange for a residu ...

Keywords: admission control, disk performance, statistical modeling, streaming media

15 A failure and overload tolerance mechanism for continuous media servers Rajesh Krishnan, Dinesh Venkatesh, Thomas D. C. Little November 1997 Proceedings of the fifth ACM international conference on Multimedia



Full text available: pdf(2.23 MB)

Additional Information: full citation, references, index terms

Keywords: caching, clustered video servers, content insertion, fault tolerance, interactive video-on-demand, overload tolerance, rate adaptive stream merging, stream clustering

16 Memory Controller Optimizations for Web Servers

Scott Rixner

December 2004 Proceedings of the 37th annual International Symposium on Microarchitecture

Full text available: pdf(281.56 KB) Additional Information: full citation, abstract

This paper analyzes memory access scheduling and virtual channels as mechanisms to reduce the latency of main memory accesses by the CPU and peripherals in web servers. Despite the address filtering effects of the CPU's cache hierarchy, there is significant locality and bank parallelism in the DRAM access stream of a web server, which includes traffic from the operating system, application, and peripherals. However, a sequential memory controller leaves much of this locality and parallelism unex ...

17 ARIES/CSA: a method for database recovery in client-server architectures C. Mohan, Inderpal Narang



May 1994 ACM SIGMOD Record , Proceedings of the 1994 ACM SIGMOD international conference on Management of data, Volume 23 Issue 2

Full text available: pdf(1.33 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

This paper presents an algorithm, called ARIES/CSA (Algorithm for Recovery and Isolation Exploiting Semantics for Client-Server Architectures), for performing recovery correctly in client-server (CS) architectures. In CS, the server manages the disk version of the database. The clients, after obtaining database pages from the server, cache them in their buffer pools. Clients perform their updates on the cached pages and produce log records. The log records are buffered loca ...

Architecture and performance of server-directed transcoding Björn Knutsson, Honghui Lu, Jeffrey Mogul, Bryan Hopkins November 2003 ACM Transactions on Internet Technology (TOIT), Volume 3 Issue 4



Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>, <u>review</u>

Proxy-based transcoding adapts Web content to be a better match for client capabilities (such as screen size and color depth) and last-hop bandwidths. Traditional transcoding breaks the end-to-end model of the Web, because the proxy does not know the semantics of the content. Server-directed transcoding preserves end-to-end semantics while supporting aggressive content transformations. We show how server-directed transcoding can be integrated into the HTTP protocol and into the implementat ...

Keywords: HTTP, proxy, transcode, web

19 BubbleUp: low latency fast-scan for media servers

Edward Chang, Hector Garcia-Molina

November 1997 Proceedings of the fifth ACM international conference on Multimedia



Full text available: pdf(1.93 MB)

Additional Information: full citation, references, citings, index terms

Keywords: disk scheduling, initial latency, memory utilization, multimedia

20 Mobile Ad Hoc Networks: A cooperative cache architecture in support of caching multimedia objects in MANETs



W. H. O. Lau, M. Kumar, Svetha Venkatesh

September 2002 Proceedings of the 5th ACM international workshop on Wireless mobile multimedia

Full text available: pdf(490.39 KB) Additional Information: full citation, abstract, references, index terms

This paper presents a cooperative caching architecture suitable for continuous media (CM) proxy caching in MANET environments. The proposed scheme introduces an **application manager** component, which is interposed between traditional Internet CM applications and the network layer. The application manager transparently performs data location and service migration of active CM streaming sessions so as to exploit nearby data sources based on the dynamic topology of a MANET. We propose two data ...

Keywords: QoS, caching, continuous media streaming, mobile ad-hoc networks, service migration

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